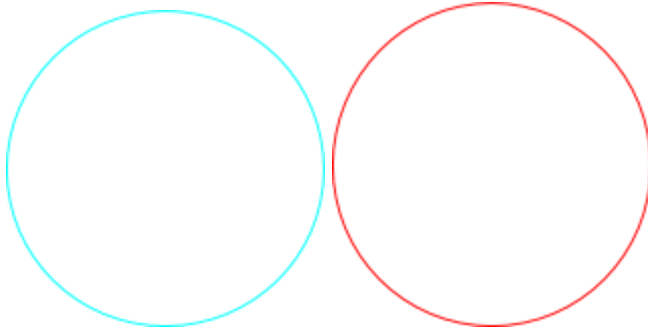


Arjun Bhatia

## **ShieldClass shield.t**

### **Images**



Shown above are red and blue shield images made of pixel drawings

### **Procedures**

#### **SetPosition (ipX, ipY : int)**

- ❖ Sets the X and Y coordinates of the shield based on the inputted integers

#### **SetColour (spColour : string)**

- ❖ Sets the colour of the shield based on the inputted string

#### **SetEnergy (ipEnergy : int)**

- ❖ Sets the amount of energy of the shield
- ❖ Plays a sound effect if the inputted integer is greater than zero

#### **Show**

- ❖ Draws the shield based on the selected colour

#### **Banish**

- ❖ Places the shield offscreen

#### **Collapse**

- ❖ Sets the energy of the shield to zero

## **Hit**

- ❖ Plays a sound effect

## **DropEnergy**

- ❖ If the shield's energy is greater than zero, subtracts one from the energy

## **Functions**

### **GetX : int**

- ❖ Outputs the X-coordinate of the shield as an integer

### **GetY : int**

- ❖ Outputs the Y-coordinate of the shield as an integer

### **IsActive : boolean**

- ❖ Outputs false as a default
- ❖ Checks if the energy of the shield is greater than zero and outputs true

## **Defaults**

### **ConstructShield (var opS : ShieldClass)**

- ❖ Banishes the shield
- ❖ Sets default colour of the shield
- ❖ Sets the energy of the shield to zero

### **DestructShield (var opS : ShieldClass)**

- ❖ Banishes the shield
- ❖ Frees all variables